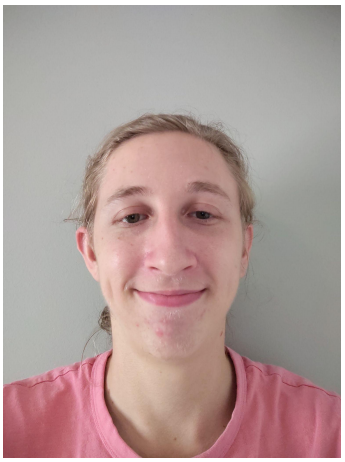
Humans vs Shiva

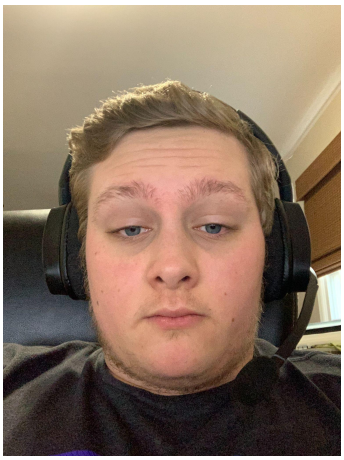
Overturn the human's predicament through intense tactical action

Team Members

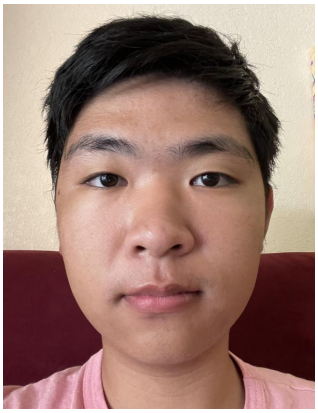
Bridges, Josh



Christie, Matt



Emke, Noah



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Game Design

Summary - Hung Tran

In Humans vs Shiva, the players either play as the Shiva or Humans, and each side has a different goal to accomplish. Regardless, the common goal will be to cause enough damage to the other side in order to win. Humanity is being pushed to the verge of extinction and therefore their only hope is to utilize their Mechs and completely destroy the Shiva, while the Shiva want to eliminate every human on the planet. The game theme and mechanics are heavily inspired by Into the Breach.

History, Antecedents and Related Games - Noah Emke

The premise, lore, and gameplay ideas were initially based on a turn-based strategy game called Into the Breach. The competitive 1v1 environment and the quality vs quantity dynamic were based on the multiplayer mode of Plants vs Zombies.

Gameplay - Taode Ogden

The goal of the game is to conquer the battlefield and destroy the other side's base while defending your own. On an 8 x 8 grid, each player controls a squad of units, each having unique attributes for movement, damage, and defense. Depending on whether the player decided to play as Humans or Shiva, they will have to play along with that faction's strengths and weaknesses; Humans are more tactical while Shivas rely on strength in numbers.

At the beginning of the game, each player's bases and units are placed across the battlefield. Each player takes turns to command their units to move and perform attacks. A player's turn is over when they finish using all of their actions or the player otherwise chooses to end their turn. Players must adapt to ever-changing conditions and scenarios in order to succeed. The core mechanic is positioning, as both sides must carefully manage their units to minimize damage from the opposing side. They must also position proactively to maximize the damage they can deal and ultimately win.

Narrative - Hung Tran

It is 2045. Humanity is facing its extinction threat against the group of monsters who they call Shiva. These creatures are gigantic monsters who rise from the ground and they can easily destroy any city they pass through. It would have been impossible for the humans to fend off these vicious creatures, but as if the Gods were lending humanity a helping hand, on the day when these monsters started attacking the civilization, an army of Mechs also surfaced above the earth and humanity quickly learn how to control these Mechs to defend against the Shiva. Will you side with humanity and return Earth to its once peaceful state, or will you side with the Shiva and drive mankind to its extinction?

Mood board:

Frozen Titans
Aegis Mech
Prime
Mirror Mech
Brute
Ice Mech
Ranged
Change Squad
End Turn
Combat Mech
Into the Breach
Swordsmech
Spearmech
Fistmech
Roman Shield
Sidewinder Fist
From a different squad.
Rift Walkers
Rusting Hulks
Zenith Guard
Blitzkrieg
Steel Judoka
Frozen Titans
Random Squad
Customize Squad
Secret Squad

Technical

Theming - Matt Christie

The story is a conflict between humanity and the insect-like Shiva. The Humans have technology on their side, so they are bulkier and have more firepower due to the Mechs at their disposal. However, their numbers are smaller and they do not have the luxury of reinforcements. On the other hand, the Shiva has an advantage in numbers and reflects this through their large deck of minions. The Shiva acts like a horde and can therefore replenish their combatants every turn. This can be used to overrun the underprepared humans.

Mechanics - Noah Emke

The game is played by taking turns between the Shiva and Humans, each playing cards, moving units, and taking action.
Humans move their Mechs and use actions from either the Mechs themselves or from cards to deal damage, move, and ultimately damage and destroy the Shiva hive.
The Shiva spawns new units every turn as well as move and attack with existing units in an attempt to kill all human Mechs or destroy Human buildings.
The other player will always be in opposition to your goals and obstacles on the board will also get in the way.
Some attacks or actions have the ability to push other units around the game board to create more strategic positioning.
All units have several attributes: health, movement range, basic action/attack.

Balance - Josh Bridges

The center point of focus with balancing is the interplay between the Shiva units and the Mechs. There are two major areas that we are attacking to balance out the game. The luck versus skill balance and the Shiva cards versus Mech cards balance.

For the luck versus skill decision, the initial premise was to have skill be a part of the card game experience with players outwitting each other on the board. However, the board itself would be random, determined only by chance. This was changed in the final version because feedback was overwhelmingly negative towards the randomness of the board. In response we made the board setup also be an element of skill with players choosing the location of the setup phases not rolling dice. The element of luck, as a result, has been significantly diminished and is only a relevant factor for the cards that the players can draw each turn. This is also used as a balance between the factions since the Human player has some influence over what they draw and the Shiva player does not.

Shiva units versus Mechs is a constant balance struggle. We want the feel of both sides to be entirely different with Shiva playing more quantity and the Mechs more quality. One issue that has been seen is that the hive is vulnerable at the beginning of the game for the Shiva player. Additionally, both players have a different point economy that they use to play cards. Balancing the amounts of points each player gets is a task of trial and error that will require the game to be played many times. Shiva seems to get an overwhelming edge late game if they can build up creatures on the board, and the Mech player does not generally get enough points to make any comeback plays. Some Mech actions have high costs currently to try to balance their strength, however, these costs are going to be highly fluctuating as we determine just how many actions the Mech should be able to use each turn.

Set Up - Matt Christie, Josh Bridges

There are four steps involved in setting up the board. In the first step, the Human player chooses any six tiles in the four rows closest to them to place the six Building cards. For the second step, both players choose five unoccupied spaces on the board and place five Obstacle cards each in those spaces. The third step is when the Human player chooses three Mech cards from the available options and places them on unoccupied spaces in the four rows closest to them. In the last step the Shiva player finally chooses any unoccupied tile in the four rows closest to them to place the Hive card which represents their base.

Rules - Josh Bridges, Matt Christie, Noah Emke, Taode Ogden, Hung Tran

General Rules

Humans vs Shiva
One word: Natural Selection

Number of Players: 2

Player Age: 18 - 35

Play Time: 30 - 60 minutes

Components:
- This Rulebook and its sections
-General Rules
    -Human Rules
    -Shiva Rules
    -References(for looking up terminology and a proper explanation)
- 8x8 Board
- 42 Shiva Cards
- 1 Hive Card

- 10 Obstacle Cards
- 5 Mech Cards
- 46 Action Cards
- 6 Building Cards
- Status Tokens (Burn, Stun, and Shield Tokens)
- Health dice (six-sided dice to represent each card's health)
- Counters for each player
- Reference sheets for all card abilities

Story:
It is 2045. Humanity is facing its extinction threat against the group of monsters who they call Shiva. These creatures are gigantic monsters who rise from the ground and they can easily destroy any city they pass through. It would have been impossible for the human to fend off these vicious creatures, but as if the Gods were lending humanity a helping hand, on the day when these monsters started attacking civilization, an army of mechs also surfaced above the earth and humanity quickly learned how to control these mechs to defend against the Shivas. Will you side with the humans and return Earth to its once peaceful state, or will you side with the Shivas and drive mankind to its extinction?

PLEASE READ ALL OF THIS GENERAL RULES PAGE BEFORE MOVING TO THE RULES FOR EACH FACTION!

Welcome to the Game!
- Shuffle both the Action Card and Shiva Card decks before you start.
- Each player should pick a team of either Shiva (Red) or Human (Green)
    The Shiva player will be sending hordes of creatures to destroy human civilization
    The Human player will be trying to defend the last of their species with mechs.

-If there are words that are unfamiliar to the player, the References rule page describes where to find the instructions referring to game terms and their meanings.

-The 4 rows nearest to each player will be considered their half of the board.

Setup:
- There are 4 phases involved in setting up the initial state of the board.

1) Buildings: In this phase, the Human player places all 6 of the "Building" cards on their half of the board. See (Human Rules: Buildings Section) for more information.

2) Obstacles: In this step, both players place 5 Obstacle cards each in any unoccupied tiles on the game board. See the Obstacles section for more information on how Obstacles work.

3) Mech Cards: The Human player then chooses 3 Mech cards from the options in the Mech Cards deck. The player can place these Mech cards in any empty space on their half of the board.

4) Hive: The Shiva player lastly chooses any spot on their half of the board to place a Hive. Destroying this is the Human player's objective so place it well. See (Shiva Rules: Hive Section) for more information.

Start-up:

-The Human player draws five cards from the Action deck while the Shiva player draws five from the Shiva deck. This is each player's starting hand.

-The Shiva player will go first. Go to (Shiva Rules: Turn) for instructions.

Gameplay:

Entities: This refers to any card that stays on the board, which includes Mech and Shiva cards, Obstacles, Buildings, and the Hive.

Obstacles: Obstacles are immovable cards that occupy a single tile until their health is depleted.

-No entity can occupy the same space as an obstacle. Only cards with the Flying attribute can move over Obstacles to reach tiles on the other side.

-Obstacles can only be damaged by direct attacks to them or by having a Mech or Shiva card pushed into them. They are immune to the Burn and Stun statuses.

-Destroyed obstacles are removed from the board.

Movement

-Each unit can move once per its side's turn. Moving can be done before or after other actions are performed on each unit.

-Valid tiles for movement are the 4 tiles directly adjacent to the Mech/Shiva card. No diagonal movement is allowed.

-Units cannot move onto the same tile as obstacles or enemies. Only units with the Flying property can move over the obstacles without having to go around.

-Flying units still cannot occupy the same tile with obstacles, buildings, and the spawning hive at the end of their movement.

-Allied units of the same faction can move through each other, meaning one unit can pass through another unit's space as long as the unit does not end its movement occupying the same tile.

Forced Movement (Pushing/Pulling)

- Pushing and Pulling are both tools that can be used to manipulate the board to a player's advantage

- If an object is pushed against another entity, both will take 1 damage. Both objects retain their positions.

- The edges of the board do not deal damage when Shiva or Mechs cards are pushed into them. Anything pushed against a board edge simply does not move.

- Pushing an enemy moves them in the opposite direction from where the attack hit them. For example, if the action was targeted at a Shiva card from a Mech card to the right of it. The Shiva card would be pushed to the left. Outside of melee, ranged attacks are just an expansion of how it works up close. If an area of effect pushes enemies then they all move in the opposite direction from where the epicenter of the area is.

- Pulling by default moves the target the entire distance to the user unless the effect states otherwise.

- Objects tagged as Immovable are not subject to the effects of pulling and pushing and cannot be moved from the tile they are in.

Combat

- Much of the time will be spent seeing Mech and Shiva cards fighting. When attacking units there are a few key features to keep in mind:

- Health is tracked with the Health Dice. These are d4's that the players should place on all units of theirs on the board. Each player is responsible for tracking the Health of their own units.

- "Damage" takes away Health from the attacked unit equal to the number of damage the attack does.

- "Knockback" moves the attacked unit away from where the attack hits them. See (Forced Movement (Pushing/Pulling)) for more information.

- Area of Effect(AOE) is important for making sure each attack works well together. Adjacency is used a lot for AOE and in the terms of this game. Adjacent tiles are the ones in the four cardinal directions bordering the tile in question.

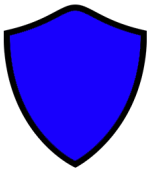
- Entities from the same team can friendly fire each other.

-When an entity reaches 0 health, they are removed from the board. However, Mechs are an exception as when a Mech reaches 0 health, it goes into the Downed mode. See (Human Rules: Mech Cards) for detailed information.

Status Effects

- Status Effects can be caused by certain actions, which is shown by the appropriate symbol on the card.

Burning: A **Burning** unit receives 1 damage at the beginning of their owner's turn for as long as the status lasts.



Shield: A **Shielded** unit takes 0 damage from the next attack. That attack's knockback and other effects are also canceled. Upon receiving the attack, the **Shield** is removed.

Stun: Stunned units cannot move, attack, or perform any other action during their owner's turn for 1 turn.

Turn Overview

- Players cannot undo their moves.
- At this point, each player should refer to their sections, **Human Rules** and **Shiva Rules**, for detailed turn rules, in addition to card information and unique mechanics.

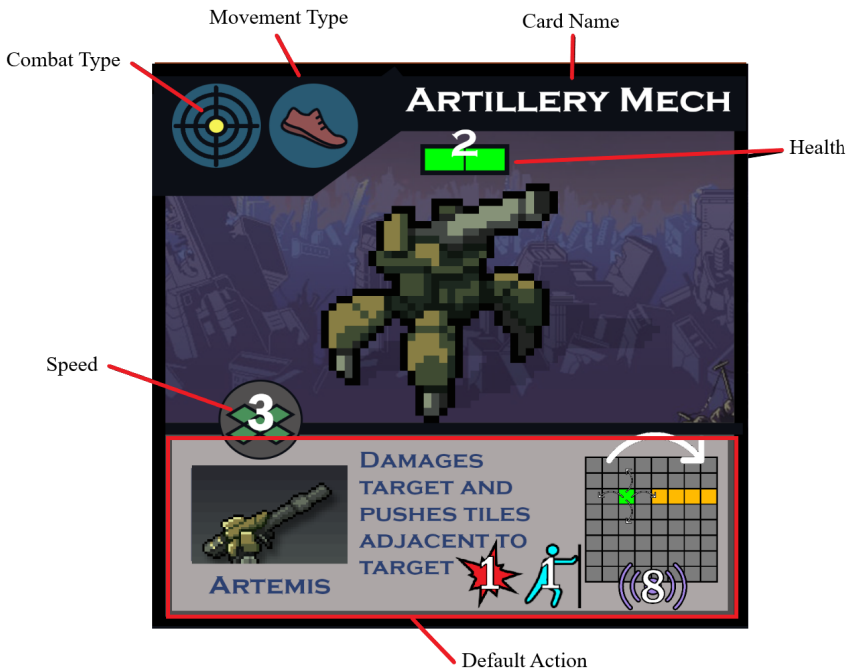
Objective:

-The Shiva player wins if all mechs are downed or all buildings are destroyed.
-The Human player wins if the hive is destroyed.

Human Rules

> Relevant Board Elements
First, observe all the elements of the board.
- The four rows nearest you are "your half" of the board.
- Three decks: Mech cards, Action cards, and Buildings
- Shared deck of Obstacle cards.
- Status tokens on the right
- Health dice on the left
- Action point (AP) counter to track the remaining AP for the Human player each turn. This counter must be manually decremented and reset each turn.

> Mech Cards



- COMBAT TYPE: A Mech card will have one of three types: Melee, Ranged, or Support. Its combat type will determine its compatibility with certain action cards (see the ‘Actions’ section)
- DEFAULT ACTION: Each Mech has a unique action they may perform. Refer to the provided Card Reference Sheet for action statistics and terminology.

Downed: A Mech card is downed if its health reaches 0. Downed Mech cards cannot move or perform actions. They remain on the board as 2 Health obstacles and are removed from the board when this health is depleted. Certain action cards may return it to fighting condition.

> Turn

The Human player starts with 8 Action Points (AP) every turn.

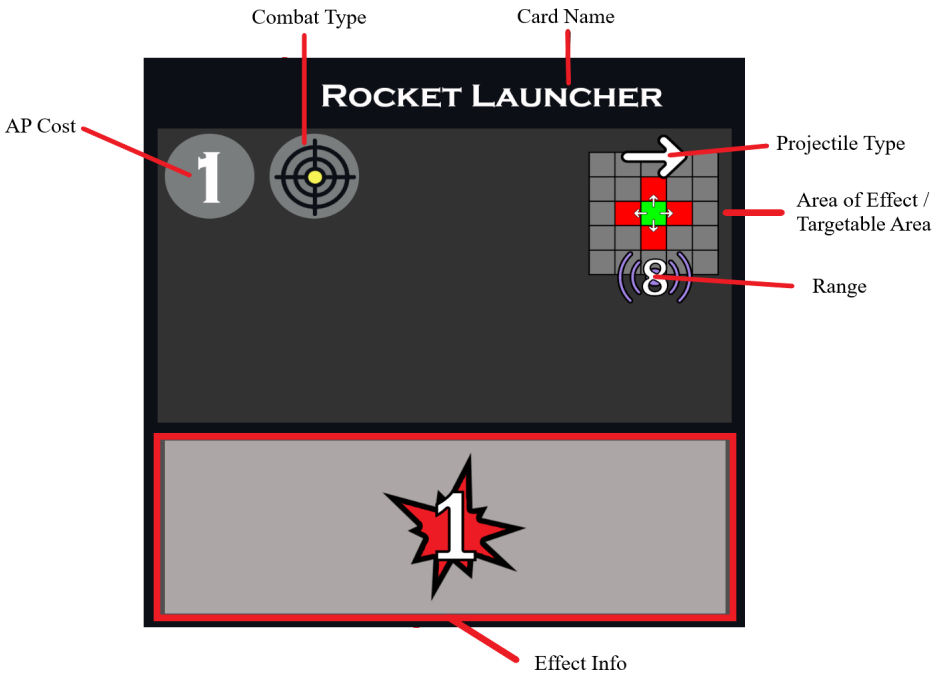
At the beginning of their turn, the player can draw up to 5 action cards and discard up to 2 cards from their hand. There is no set order to this; you may alternate between drawing and discarding.

These discarded cards are placed face-down in the discard pile.

They cannot have more than 8 cards in their hand at any time.

> Actions

- All actions cost a certain amount of AP to perform.
- A Mech card can perform multiple actions in a turn. For each action, after the first, performed on the same Mech card, increase its AP cost by 1. This increase is reset at the end of the Human player's turn.



*Refer to the Card Reference Sheet for more details regarding these terms

ACTION CARDS:

- Each action card has a combat type assigned to it: Melee, Ranged, and Support.
- Action cards cost a certain amount of AP to play.
- Using it on a Mech card of a different combat type increases the AP cost by 1.

After playing the card, place it face-down in the discard pile.
If there are 1 or fewer cards left in the action deck, shuffle the discard pile back into the deck.

DEFAULT ACTION:

- Each Mech card has a unique default action that costs 1 AP to perform.

- Performing a default Mech card action costs 1 action, and performing multiple actions with the same Mech card increases the cost by 1 point each time.

REPAIR:

- For an initial AP cost of 1, the Mech card regains 1 Health, but it cannot exceed its initial Health.

> End of turn

The Human player can announce the end of their turn whenever they feel ready. Their turn automatically ends if they use up all their AP and have moved each of their Mech cards once already.

Shiva Rules

> Relevant Board Elements
First, observe all the elements of the board.
- The four rows nearest you are "your half", the area where Shiva cards can spawn.
- Cards: Shiva deck, Hive card, Shared Obstacles deck
- Green d10 for tracking spawner health.
- Status tokens on the left
- Health dice on the right
- Tablet on the right is open to the reference sheet for what each Shiva card does
- SP counter to track the number of spawning points the Shiva player has left, this turn. This counter must be manually decremented and reset each turn.

> The Hive

This Hive creates a teleportation connection with the mothership and allows Shiva cards to be called into the local area.

Attributes:

- The Hive has 10 Health. It comes with a d10 to track its health on top of the card.
- Destroying your Hive is the enemy's win condition so keep it alive at all costs!

> Turn

The Shiva player starts their turn by drawing 3 Shiva cards and then activating their Shiva cards on the board.

The Shiva player goes on the first turn of the game, and on this turn alone they cannot draw Shiva cards at the beginning of their turn.

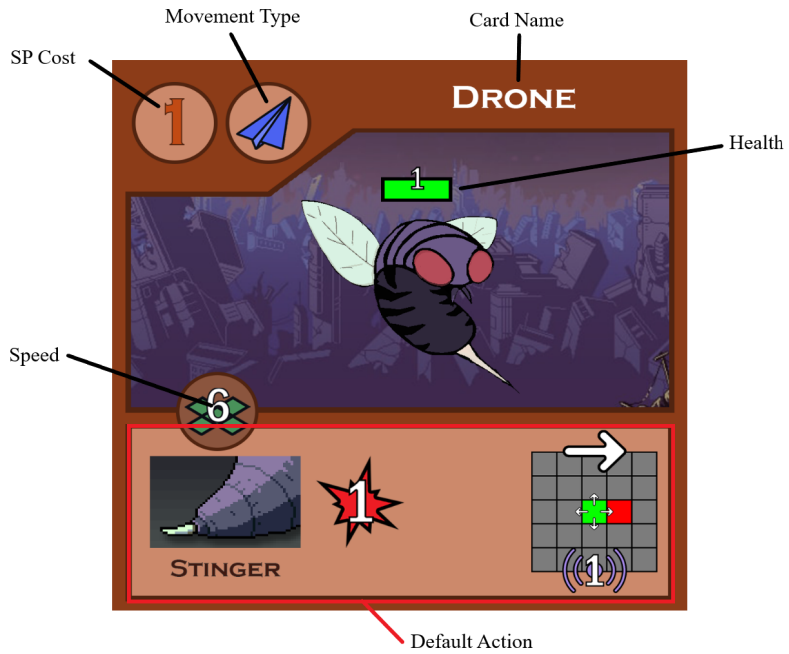
For the rest of the game and after the Shiva player's first turn, the Shiva player can draw up to three cards from the Shiva deck.

The Shiva player's hand size is unlimited.

The Shiva player has 4 Spawning Points (SP) available per turn.

They can then spawn new Shiva cards by spending SP or use the Shiva cards currently on the board.

There is no definite order to these events, so as long as the player doesn't try to use a Shiva card the same turn they are played face-down, they can play their turn in whatever order they like.



SP COST: The number of spawning points required to play this Shiva onto the board.
DEFAULT ACTION: Each Shiva has a unique action they may perform once per turn. Refer to the provided Card Reference Sheet for action statistics and terminology.

>Playing Shiva Cards

Shiva cards are played “underground”, face-down, when placed from the hand. These face-down cards are not obstacles and can be moved over/on top of by other cards.

If no card has been moved on top of the Shiva card then the Shiva will activate, (be flipped face-up), at the start of the Shiva player’s next turn.

If there is another card that is in the same tile as the face-down Shiva card. That card takes one damage and the Shiva’s spawn is delayed to the Shiva player’s next turn.

You cannot attempt to spawn Shiva cards in a tile that is currently occupied by a Mech card.

> Using Shiva Cards

Each Shiva card will be able to move and perform its default action once per turn.

When a Shiva card dies you then place it face-up in the discard pile.

When there are 2 or fewer cards left in the Shiva deck, shuffle the discard pile back into the deck.

> End of turn

The Shiva player can announce the end of their turn whenever they feel ready. Their turn automatically ends if they use up all their SP and have moved each of their Shiva cards once already.

References

AP - Action Point, used to perform action on Mechs.

Area of Effect - The area on the board that the effect on the card will apply to. See (General Rules: Combat)

Friendly Fire - Any action being done by a friendly unit can affect other friendly units too, even if it negatively affects them.

Immovable - Cannot be moved from its current tile regardless of what tries to affect it. See (General Rules: Forced Movement)

Knockback - An effect that Shiva actions and Action cards can apply that pushes enemies. See (General Rules: Combat)

Mechs - The units of the Human player to fight back against the Shiva. Have max health, movement, and a default action for each card. See (Human Rules: Mechs)

Movement - A unit can move to the four squares directly adjacent. No diagonal movement is allowed unless by a card effect. See (General Rules: Movement)

Pushing - A mechanic where an action against an enemy unit can force it to move tiles in the opposite direction. See (General Rules: Forced Movement)

Pulling - Similar effect to pushing but it moves the selected enemy towards the player. See (General Rules: Forced Movement)

Shiva - The units of an invading alien species. Have max health, a movement, and action for each card. See (Shiva Rules: Shiva Cards)

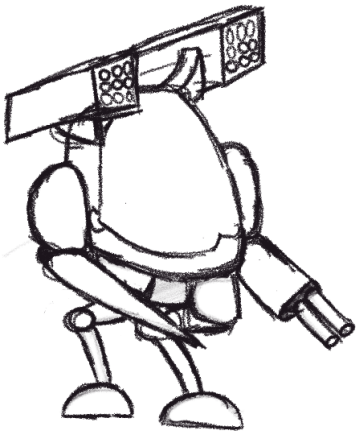
SP - Spawning Points, used to spawn additional Shivas.

Design

(Note : These sections can safely be skipped if they're not relevant, or you'd rather go about it another way. For most games, at least one of them should be useful. But I'll understand if you don't want to use them. It'll only hurt my feelings a little bit.)

Visual Style

1. Concept Art.



2. Include Images of the game set up and mid-play

3. Include images of objects used in-game

Game Flow - Josh Bridges

1. Players set up the board, during this process the Human player chooses the initial location of their units.
2. Each player draws five cards from their deck for their initial hands.
3. Shiva player takes the first turn.
4. At the start of the Shiva turn, any effects from Shiva cards that say “at the beginning of your turn” activate.
5. Then the Shiva player flips Shiva cards that are face-down and not covered by other cards.
6. The Shiva player will then draw three cards if this is not the first turn of the game.
7. Shiva player can then choose any number of Shiva cards from their hand to play face-down as long as the combined SP cost does not exceed the player’s remaining SP.
8. Shiva player uses the Shiva cards currently on the board to move and use their abilities.
9. After all options expire, play passes to the Human player.
10. Human player draws cards from their deck
11. Human player uses Action cards from their hand in combination with the Mech Cards on the field to grant buffs, inflict damage, apply knockback or cause debuffs on enemies.
12. Human player runs out of Action points.
13. Play passes back to the Shiva player.
14. Shiva player downs all Mech cards or destroys four buildings and wins, or Human player reduces the health of the Hive to zero and wins.

Development

Playtest Results

Summarize your experience of the different stages of your game and what revisions took place after each iteration. What problems did you experience? How did you address them? Reflect on the efficacy of the prototype at each stage. Do include images of each state.

I. Week 8 - Hung Tran

- Many complained about the randomness in the game, especially within the setup at the beginning.
- Rules need to be more specified. The players had to make a lot of assumptions during the game, and some of them went against what was intended. The game also needed better indexing for rules.
- Shivas are generally more powerful than Humans as the mechs are only powerful when they are at full health and when they do not have to worry about healing/shielding and focus on killing the Shiva. When they are low on health, or one of the mechs dies, the Shiva quickly dominates the game with its sheer number of troops on the board.
- The game can end abruptly in one turn, making the result feel unsatisfying and unfair.
- Lack of coordination system for the board.
- Current card visual communication confuses the player, especially with the red bar for attack damage.

II. Week 12 - Taode Ogden

- The randomness of the setup phase was completely removed. Now, both players may place buildings, the Hive, and obstacles anywhere in specified areas of the board. This was intended to allow more strategic freedom and reduce the tediousness of the setup.
- The Human faction was strengthened in response to the above imbalance of the Shivas. They were given two new action cards that gave them more forgiveness for mistakes, specifically cards that allowed them to fully heal a Mech and return a destroyed Mech back to the board. We also increased their maximum Action Points (AP) per turn from 6 to 8 so that the player would feel less restricted. We hoped that this would encourage the Human player to make more choices and use a variety of action cards.
- These changes ended up overturning the Humans, as they were constantly overpowering the Shiva player. The Humans could easily counteract any Shiva that was spawned due to their increased AP. On the other hand, the Shiva could gain a surprise advantage because the '*Shiva cards cannot attack the turn they are played*' rule. As a result, the Human player always had a 1 turn buffer to react without any losses.
- We got a lot of positive feedback for our new rulebook organization, although the playtesters were primarily returning players who already had some experience.
- The visual format for the cards was introduced, which was very effective as the players

never had to use the reference sheets we provided in previous playtests.

Future Work - Matt Christie, Hung Tran

To further polish the game, we would need to focus more on balancing the interactions between Humans and Shivas. This would mean tweaking damage values, movement values, and possibly whole abilities to make it fair between the two factions. We would also need to work on scheduling more playtests to get more feedback on the game in the state that it is right now.

We would also like to provide additional visuals for our cards too. As of now, only the Mech and Shiva cards have assets with the Mech cards and the default actions for Shiva cards borrowing assets from Into the Breach. If we had more time, we would add more custom assets for our card deck.

Despite our attempt to polish the rules as much as possible, there are still some possible unclear sections for our rules and we cannot spot them all because of our lack of feedback on it. This is tied with the lack of testplaying conducted, and so by having more playtest sections, we can further improve the clarity of the rules.

Even though we think that our game has enough cards to make an interesting game out of them, it would always benefit us to have more card variety in the game, and so one of the possible tasks that we would put out if we were having more time is to improve the variety aspect of the deck.

Last but not least, at the beginning of our development stage, we came up with the idea of random events in the style of the chance card in Monopoly, but we later scratched that idea since it would be unrealistic for us to even touch that idea in this short amount of time. We think that by developing this, the game would become more interesting and replayable, and so this could be one of our reach goals if we had more time.

Viability - Matt Christie

Into the Breach, which Humans vs. Shiva is based on, is a turn-based strategy game that has sold up to 1,000,000 copies as of recent. Despite that, there are certain extraneous factors that could have heavily affected the sales. The creators of Into the Breach were also responsible for FTL: Faster Than Light, which was able to achieve 2,000,000 sales, so the number of people who could have bought the game because it was made by the same developer could be significant. The game was also available in the huge Covid-relief bundle on Humble Bundle, which gave out 208,528 copies of the game[1]. The Epic game store also gave away the game for free on the 19th of December, 2019 for a week[2]. If we were to estimate the amount of people that would be interested in the game just from the gameplay alone, around 200,000-400,000 would be a good estimation.

There is also another Into-the-Breach-inspired board game called Bury Me in the Rift,

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[1] https://www.humblebundle.com/conquer-covid19-bundle & https://web.archive.org/web/20200407175951/https://www.humblebundle.com/conquer-covid19-bundle

[2] https://isthereanydeal.com/game/intobreach/info/

but we were not able to find any sales record for the game. Considering how little information about the game is on the internet, it would be expected for the game to have the copies sale estimation for around 1000-2000.

Development Costs - Matt Christie, Hung Tran

To keep the cycle of development going for this game, our team would need to keep working on the project and keep improving on the game to the level that we are satisfied and go to a publisher with it. To make it more popular and push it into the mainstream, we would need to get a publisher to help us with marketing the game and help sell it to retailers to eventually get the game to the interested players. The publisher will also help with the actual printing of the game. According to one of the available board game publishers, PrintNinja, a board game that has a similar amount of pieces and cards like us would cost around $10.60 per print for 1000 copies[3].

[3] https://printninja.com/printing-resource-center/printing-options/custom-game-printing/sample-pricing

Form #1 - Week 8

Pre Test

Fill this out before the game begins

Name of tester:

Jake Giniewski, professor

Name of game and version:

Human vs. Shiva

Estimated playtime:

1 hour

Estimated Set-up Time

10 mins

Estimated rules explanation time

15-20 mins

Any specific goals for this test?

To test some aspect of UI, rules, gameplay, and balancing

Any major rules

changes for this test?

No

During Test

Fill this out while the game is underway

Actual Set-up time

13 mins

Actual Playtime

1:10:00

Total time

~1:23:00

On-the-fly

changes during

the test

No

Above changes one-off or updates to the rules?

One-off

permanent

None

Post Test

Fill this section out once the playtest has concluded

Was there a winner? How did they win?

Shiva

What was their position relative to

the other player? Shiva was a bit

underpowered

At what point was the winner evident?

an hour in

Was the losing player invested throughout the whole time?

Yes

State of the board after the victory

Not applicable

Any noticeably overpowered/ underpowered cards or mechanics? Mech health is underpowered

Were they any noticeable synergies at play during the game? No, mostly because a lot of actions were used wrong

Other comments & notes

- More specific movement rule (cant move diagonal, etc.)
- Spawning points reword; points might be thought of as spaces on the board - Push keyword need elaboration
- Reword knockback
- Reevaluate randomize shiva spawning points
- Moving through troops/obstacles
- Obstacles definition
- Movable objects
- Mountain doesn't take status effect???
- Auto-defense reword
- Clear index in the rule book
- Flying unit can land on obstacle??????

Form # 2 - Week 8

Pre Test

Fill this out before the game begins

Name of tester:

noah

Name of game and version:

shiva vs humans playtest 3

Estimated playtime:

i left 1 hr 45mins planned schedule

Estimated Set-up Time

about a half hour with reading

Estimated rules explanation time

they read as they went so its merged in with other times

Any specific goals for this test?

ensure revised rules provide good understanding

Any major rules changes for this test?

from what i see, mostly clarifications

During Test

Fill this out while the game is underway

Actual Set-up time

whoops forgot this page, values from estimation is actual

Actual Playtime

Total time

On-the-fly changes during the test

noted red bar meaning in rules, noted arcing over obstickles. i dont think either was seen by players

Above changes one-off or updates to the rules?

One-off

permanent

None

Post Test

Fill this section out once the playtest has concluded

Was there a winner? How did they win?

shiva

What was their position relative to the other player?

At what point was the winner evident?

as the first mech died id say

Was the losing player invested throughout the whole time

it seemed so

State of the board after the victory

cleared of most obsticles with several shiva scattered

Any noticeably overpowered/ underpowered cards

or mechanics? moarter crawler seemed strong,

Were they any noticeable synergies at play during the game?

Other comments & notes

obsticle placement seemed to be picked up well

shiva player jumped right into setup it seems instead of reading all the foundation.
human player was reading for a bit. english was not first language

shiva didnt set the d10 of the hive to 10, left at random startring

slight confusion due to no lettered dice, we can make custom

after reading and talk with other player, buildings went smoothly

misspellings in rules

lots of manual dice work

they seem to read over something and miss it then have a hard

time finding it later. confusion over red bar i need to replace with

damage icon

tesla cannon was interpreted to be placed anywhere instead of from mech

arc of artillery were correct at first but then later thought that notthing could go past them... "it didnt say obsticles block attacks"

pushing seems understood but cannon mech shot getting

blocked is not quite shiva turns went smoothly

i dont think human saw that mech default dealt 2

i dont think that shiva saw they can move on spawn turn

thought that you cant use type mismatch. didnt see its just action penalty

doesnt seem to see moving through friendlys

once things got rolling, it starterd to go smoother.

human might have thought they have to use all ap

remind player to shuffle deck first. or preshuffel, shiva drew all

mantis first turn... shiva attacked diagonally

humans saw they could repair, good

human hates mountains apparently\

thinking he needs to use all ap and that he cant use mismatched

types, confusion human asked if they can add mechs, or revive

maybe

humans are getting kinda crushed, shiva hive hasnt been touched. not sure if balance or player skill. seems bit of both

battering ram was thought to pierce. corrected by other player

mortar crawlers seem strong, they thought could shoot anywhere as well

human turns took much longer , part language barrier maybe, part they

have more options later figured out firing over obsticles?

human spent most of game on their side playing defence or shooting mountains, shiva picked off front buildings and grew numbers. after picking off a mech they kinda swarmed.

Form # 3 - Week 8

Pre Test

Fill this out before the game begins

Name of tester:

Josh Bridges

Name of

game and

version:

HvS

version:

Josh 1.1

Estimated playtime:

1 hour 20 minutes

Estimated Set-up Time

20 minutes

Estimated rules

explanation time

10 minutes

Any specific

goals for this

test?

have them play the

game with pushing

Any major rules

changes for this test?

just deeper explanation

in rulebook

During Test

Fill this out while the game is underway

Actual Set-up time

22 minutes

Actual Playtime

40 minutes

Total time

62 minutes

On-the-fly

changes during

the test

N/A

Above changes one-off or updates to the rules?

One-off

permanent

None

Post Test

Fill this section out once the playtest has concluded

Was there a winner? How did they win?

Human player destroyed the Shiva Hive

What was their position relative to the other player?

He blitzed the Hive and destroyed it before the Shiva player could counter at all

At what point was the winner evident?

The last possible turn

Was the losing player invested throughout the whole time?

It seemed like the Shiva player was very confused the whole time

State of the board after the victory

All shivas still alive, all mechs still alive, all buildings alive, Hive destroyed

Any noticeably overpowered/ underpowered cards or mechanics?

Breaking obstacles is pretty easy with micro missiles

Were they any noticeable synergies at play during the game?

No

Other comments & notes

Specify X vs Y coordinates for dice better.
Make default action costs more apparent.
Human is running out of actions to soon seems like more strategy can occur if the player has more options. Health dice also confusing.
Recommend a non-random first time setup.
Use states to show health of obstacles.
Seems like most players do not like the randomness in the setup

Form # 4 - Week 8

Pre Test

Fill this out before the game begins

Name of tester:

Josh Bridges

Name of

game and

version:

Human vs

Shiva Ver:

Josh 1.0

Estimated playtime:

1 hour 20 minutes

Estimated Set-up Time

20 minutes

Estimated rules

explanation time

10 minutes

Any specific

goals for this

test?Determine

user friendliness

of rules

Any major rules changes for this test?

No spawn damage, and spawner doesn't take damage until Shiva are dead

During Test

Fill this out while the game is underway

Actual Set-up time

20 minutes

Actual Playtime

1:20

Total time

1:40

On-the-fly changes during the test

Fixed the hand spaces, will need to fix them in the actual save

Above changes one-off or updates to the rules?

One-off

permanent

None

Post Test

Fill this section out once the playtest has concluded

Was there a winner? How did they win?

Shiva Player, Destroyed all the mechs

What was their position relative to the other player?

They had swarmed the board and was dominating the game really consistently

At what point was the winner evident?

Most of the game Shiva was very OP

Was the losing player invested throughout the whole time?

Yes but at the end he was well aware that he was going to lose and didnt try to come back

State of the board after the victory

Shiva dominance, all mechs dead, one building destroyed, hive untouched

Any noticeably overpowered/ underpowered cards or mechanics?

hive untouched
underpowered mechs
frail shiva
frail mechs
op hive knight
too few actions

Were they any noticeable synergies at play during the game?

support mech into melee mech

Other comments & notes

Place the buildings where the Human's want to.
Shiva scales better.
Worry about stalling on the mech side.

Form # 5 - Week 12

Pre Test

Fill this out before the game begins

Name of tester:

Jake, Joey

Name of game and version:

Humans vs Shiva

Estimated playtime:

45 minutes

Estimated Set-up Time

10 minutes

Estimated rules explanation time

5 minutes

Any specific goals for this test?

Test out new card format, see if rules are clear now

Any major rules

changes for this test?

Rule clarification, new

card templates

During Test

Fill this out while the game is underway

Actual Set-up time

11 minutes

Actual Playtime

30 minutes

Total time

41 minutes

On-the-fly changes during the test

Above changes one-off or updates to the rules?

One-off

permanent

None

Post Test

Fill this section out once the playtest has concluded

Was there a winner? How did they win?

The Humans

What was their position relative to the other player?

They were constantly spawn trapping the Shiva, could constantly deal with each wave of Shiva

At what point was the winner evident?

When the human player were close to the hive

Was the losing player invested throughout the whole time?

Not really, they didn't have any good ways to comeback

State of the board after the victory

Shiva were annihilated, being spawn camped

Any noticeably overpowered/ underpowered cards or mechanics?

-the drones might have too much move range
-Rocket Launcher is REALLY good against cannon fodder

Were they any noticeable synergies at play during the game?

Other comments & notes

-placing obstacles anywhere can potentially exploit the other player's setup -they missed the knockback damage section
-put spawning point cost in mech ref sheet?
-'Shiva cannot attack on the turn they spawn' rule was initially missed -attack area grids are not very clear / inconsistent
-are obstacles supposed to be burned?
-Humans are overtuned
-repair function feels too cheap, allows aggro plays
-Shivas were constantly on the defensive since they couldn't attack on the same turn -the Human player had constant momentum